ECO Unity 144

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Table of Contents

Introduction to Unity 144 4
Unity 144 Single Hit 6
Load Unity 144 Single Hit 6
Organization 6
Talking 8
Simplify by Hiding Keys. 9
Core Vocabulary and Icons 10
Practice Sentences 20
Activity Rows 21
Pages 23
Internal Computer Access 24
Where to Find 25
Unity 144 Sequenced 28
Organization 28
Talking 29
Simplify 29
Icons and Rationales 29
Use the Icon Tutor to look up words. 29
Core Vocabulary Patterns 30
Activity Rows, Pages, and Computer Access 32
Practice Sentences for Unity 144 Sequenced 33
Where to Find 35

Introduction to Unity 144

Unity 144 for ECO is the same as Unity 128 with a few additions for the internal computer access and visual scenes. If you are familiar with Pathfinder Unity 128, you will be able to talk with ECO Unity 144 right away. People who are using Unity 128 will be able to save a memory transfer and load it into ECO with all their customizations. The pages and activity rows for computer access and visual scenes can be copied from an ECO Unity 144 area into a customized user area.

So why the title Unity 144? Why not ECO Unity 128? Because there are actually 144 keys in the display of ECO's highest level vocabulary. The 8 key Activity Row from Pathfinder is now expanded into sixteen keys for easier access to fringe vocabulary.

ECO Unity 144 has all the features of Pathfinder Unity 128 plus more. You will be able to work in Windows and navigate to all of ECO's computer applications using the computer access rows and pages that are programmed in ECO Unity 144. And with the Run Program tool in ECO, you will be able to customize your computer access to make it even faster and smoother.

Unity 144 has a single hit version for beginning language learners, and a complete sequenced version which, combined with spelling and word prediction, provides access to full language at the most advanced level.

Unity 144 Single Hit

Unity 144 Single Hit

Load Unity 144 Single Hit

Unity 144 Single Hit is **not** one of the six default MAPs in ECO. Follow these steps to load Unity 144 Single Hit. **If there is a program that you want to save in the area you are loading, you must first do a memory transfer and save the user area.**

1. Go to the ECO ToolBox.
2. Select Choose Overlay Menu
3. Select Switch User Area
4. Select the area where you want to load Unity 144 Single Hit.
5. Select Overlay Menu
6. Select Load Unity 144 One Hit (this is the single hit area.)
7. Select Yes, and then OK, OK.

Organization

Row 1 is the **main activity row.**

- Activity rows contain vocabulary specific to certain situations. Some activity rows contain tools for specific tasks.

Rows 2 through 9 contain **core vocabulary words.**

- **Core** words are words that people of all ages use frequently across situations and environments. There are over 80 single hit words in Unity 144 single hit.
- With most of the core keys, one keystroke equals one word.
- There are two keys that do not speak, but open a dynamic activity row: NAMES and FAMILY. A label in all capitals means a link, not a spoken word.
- The orange key with Mother Hubbard and the "+s" sign is a plural key.
- Each core icon opens up a **dynamic activity row** for extended vocabulary.

Column 1 contains **tools**.

Tools are keys that perform functions; they do not talk.

- **ABC** is a link to spell mode.
- **Choose activity** scrolls through activities and closes dynamic activities. Find this key at row 3, column 1. Choose activity is also user defined key number 1 on the ECO frame.
- **Tools** is an icon that opens the dynamic row for ECO tools. Two hits on Tools opens the launch activity row for computer access. Tools + Computer opens the MOUSE Page.
- **Delete last selection** takes off the last thing you did.
- **Delete icon** takes off the last icon you selected. Delete icon will also close a dynamic activity row.
- **Delete word** takes away one word at a time.
- **Delete character** takes away one character at a time.
- **Clear** clears the text area.

Other tools in Unity 144:

- **Arrow keys** in the upper right corner are active in ECO and in computer access.
- **Store core** at the bottom right corner is where you begin storing customizations to core (rows 2-9).
- **OK** and **cancel** are tools you need when you are storing.
- **Speech ON/OFF** turns the speech on and off.
- **SPACE** at the bottom center types a space.

Talking

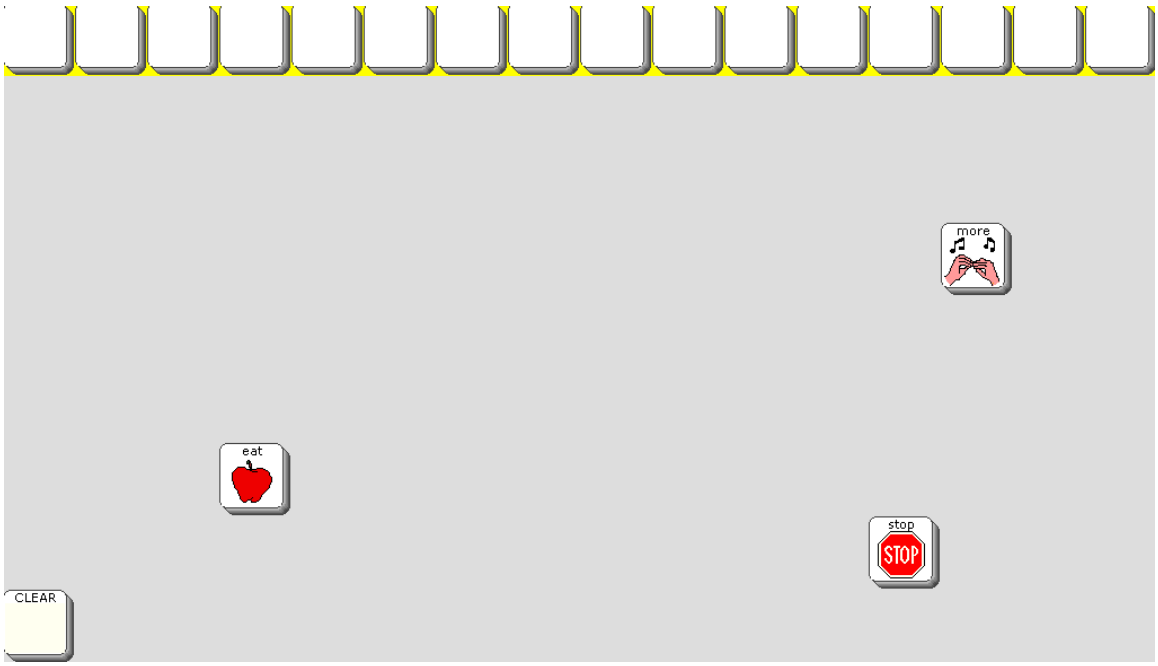
- With **core vocabulary** you can say one word at a time, or put phrases together by using the dynamic activity rows linked to each core key. When you select the APPLE icon, you say “eat” and the food row appears.

- When you select NAMES or FAMILY, you do not hear a word spoken until you select a word from the dynamic activity row.

Simplify by Hiding Keys.

Hide core keys

1. Select BLANK in the main Activity Row. If you don't see a key labeled BLANK, select Choose Activity.
2. When the BLANK row opens, it covers up the items in the main activity row.
3. In the ECO ToolBox select ASSIGN CORE KEYS.
4. Select any key, then select Hide All.
5. Next, select the APPLE, MORE, and STOP icons. Select CLEAR.
6. Select the text area to exit hide/show.
7. Select OK, OK.

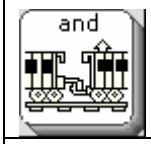


8. Show all the keys by going to **Assign Core Keys** in the ToolBox. Select any key, then select Show All. **Select the text area to exit hide/show**. OK, OK goes back to Minspeak.
9. To show all the activity row keys again, select Choose Activity.

Hide computer access keys

1. To hide the Launch Activity Row, first go to the ECO ToolBox.
2. Select Modify Activity
3. Select the Launch Activity. You see a red outline around the key.
4. Select Hide at the top right side of the programming screen.
5. Select OK, OK to go back to Minspeak.
6. To show the Launch Activity Row again, go to Modify Activity in the ToolBox.
7. Select the Launch key, and then Show
8. Select OK, OK to go back to Minspeak.

Core Vocabulary and Icons

ICON	ICON NAME	ICON RATIONALE
		SPELL/MINSPEAK = a toggle key to go between spelling keyboard and Minspeak keyboard
		SPEAK ALL = speaks all of the text generated since the last time clear display was activated. This key will speak text that you don't see on the display.
	NAME	**You can write you NAME on a name tag.**
	SENTENCE	**SENTENCE stands for whole sentences. There is no word stored on this key, but it opens a dynamic activity row of sentences.**
	NO	**NO = no.**
	INTERJ	**INTERJECTIONS are words that pop up in conversation like fireworks. "Please" is a common interjection.**
	DET	**Mr. DETERMINER is points to "that."**
	**CONJ**	**CONJUNCTIONS join words like the train cars are joined together. "And" is a common conjunction.**
	PREP	**PREPOSITIONS are position words. The cloud is above the bridge; water goes under the bridge. "In" is a common preposition.**
	? WORD	**QUESTION WORDs ask questions. "What" is a common question word.**

ICON	ICON NAME	ICON RATIONALE
	yes	YES = yes.
	NOUN	Mother Hubbard is looking at "a" thing in her cupboard.
	NOUN PL	This is the plural ending key. Mother Hubbard is looking at many things in her cupboard
	ADVERB	The ADVERB airplane is carrying an -ly banner. Most ADVERBs end in ly.
	YES	CHOOSE ACTIVITY =scrolls through the activity row.
	OBJ	Give the present to me (OBJECTIVE).
	POSS	The name tag shows POSSESSIVE.
	VERB	Mr. Action Man represents verbs because he is walking, whistling, working, and carrying. In Unity 128 1-Hit this key is quick access to the word ARE.
	VERB+S	One of Mr. Action Man's buckets, this one says "is" because it has an "s" on it.
	VERB+ING	This is Mr. Action Man's "-ing" bucket. We WERE pouring water out of the bucket.

ICON	ICON NAME	ICON RATIONALE
	VERB+ED	This is Mr. Action Man's "-ed" bucket. "Was" means in the past, and "-ed" means in the past.
	VERB+EN	"En" is two letters and "on" is two letters.
	TO+VERB	This is Mr. Action Man's "to" bucket. Quick access to the word TO
	ADJ	The adjective paintbrush stands for descriptions because when you paint something you can describe it. Colors are adjectives. This icon is not used in Unity 144 single hit.
	ADJ+ER	Most comparative adjectives end in -er.
	ADJ + EST	Superlative adjectives end in –est.
	NOTEBOOK	This NOTEBOOK icon is not used in Unity 144 1-Hit.
	TOOLS	This TOOL BOX key opens a dynamic row of ECO device tools. Two hits opens a dynamic row for computer access. TOOLS + COMPUTER opens a MOUSE Page.
	I	I = I pronoun

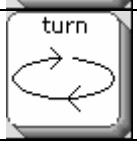
ICON	ICON NAME	ICON RATIONALE
	WE	**WE = we pronoun**
	KNOW	**It's good to KNOW the answer when you are in school.**
	SUN	**Everybody LIKEs a SUNny day.**
	HAMMER	**You can WORK with a HAMMER.**
	SCALES	**The sausage on the SCALES is FAT.**
	SUIT	**The SUIT is an article of clothing.**
	FLOWERS	**It is nice to give FLOWERS.**
	EXIT	**The EXIT sign is pointing to the RIGHT.**
	SHOE	**You put on your SHOEs and go for a WALK.**
	BOY	**The BOY will get WET in the pool.**
	BOOK	**You can READ a BOOK.**
	MOREMUSIC	**Most people want to hear MORE MUSIC.**
	ICON_P4	**DELETE LAST SELECTION deletes the last thing you did.**

ICON	ICON NAME	ICON RATIONALE
	YOU	YOU = you pronoun.
	THEY	THEY = they pronoun.
	EYE	You LOOK with your EYEs.
	DICE	The DICE are LITTLE.
	PHONE	You SAY things on the PHONE to other people.
	THINK	The lady is THINKing.
	GIRL	GIRL = girl This icon is not used in Unity 144 Single Hit.
	MOUNTAIN	Don't FALL down the MOUNTAIN when you are hiking.
	WRONG	This problem has the WRONG answer.
	FROG	Look at that FROG GO!
	MORNING	We GET up in the MORNING.
	NIGHT	You can WISH upon a star late at NIGHT.
	MEDICAL	The ambulance is bringing medical HELP.

ICON	ICON NAME	ICON RATIONALE
	CACTUS	**The CACTUS grows in a DRY desert.**
	ICON_N1	**HIDE/SHOW = hide or show the current (open) notebook.**
	ICON_P5	**The DELETE ICON key takes off the last icon you chose.**
	HE	**HE = he pronoun.**
	PREVERB	**The PREVERB key is not used in Unity 128 Single Hit.**
	QUEENBEE	**The QUEENBEE represents being verbs. "Am" is a common form of the verb "to be."**
	WANTED	**The WANTED man WANTS to get out.**
	EAR	**You HEAR with your EARs.**
	REMEMBER	**If you tie a string around your finger, you will REMEMBER to DO it.**
	TIME	**Father TIME says, "TAKE your TIME."**
	YORK	**The cathedral of YORK is a BUILDING.**
	UMBRELLA	**You NEED your UMBRELLA when it is raining.**
	ISLAND	**The ISLAND is a PLACE.**

ICON	ICON NAME	ICON RATIONALE
	OPEN	**You OPEN the chest to PUT things in.**
	PEOPLE	**PEOPLE FOLLOW each other in line.**
	RAINBOW	**A RAINBOW is made up of many COLORs.**
	THMBS UP	**The THUMBS UP sign means GOOD.**
	ICON_O4	**EDIT MENU is not used in Unity 144 Single Hit.**
	ICON_P6	**This DELETE WORD key takes of the last word that you said.**
	SHE	**SHE = she pronoun.**
	PREVRB+S	**The PREVERB + S key is not used in Unity 144 Single Hit.**
	APPLE	**You can EAT an APPLE.**
	SNAIL	**SNAILs are SLOW.**
	DOG	**You call your DOG to COME.**
	FAMILY	**The FAMILY is all together.**
	God	**People MAKE cookies to celebrate holidays (GOD).**

ICON	ICON NAME	ICON RATIONALE
	HOUSE	**Your HOUSE is your HOME.**
	JUICE	**You can DRINK JUICE.**
	KITCHEN	**The KITCHEN pot is HOT.**
	LOVE	**The mother LOVEs her NEW baby.**
	TRUCK	**TRUCKs are to DRIVE.**
	ELEPHANT	**The ELEPHANTS are BIG.**
	THMBS DN	**The THUMBS DOWN signal means BAD.**
	POLICE	**The POLICEman LETs you through when there is a lot of traffic.**
	ICON_P7	**The DELETE CHARACTER key takes off one letter at a time.**
	IT	**IT = it pronoun.**
	KNOT	**KNOT = quick access to the word NOT.**
	WATCH	**WATCH the time so you will know when to START.**
	ZEBRA	**A ZEBRA is an ANIMAL.**

ICON	ICON NAME	ICON RATIONALE
	X-RAY	**The X-RAY icon is not used in Unity 144 Single Hit.**
	COMPUTER	**You STORE things in a COMPUTER.**
	VOLT	**Electricity (VOLT) travels FAST.**
	BATH	**You can WASH in the BATHtub.**
	NAME	**WRITE your NAME with the pen.**
	MONEY	**It's good to HAVE MONEY.**
	MASKS	**The MASKS show happy and sad FEELings.**
	STOP	**You STOP at a STOP sign.**
	TV	**ASK what is on TV.**
	**RETURN**	**The RETURN arrows are TURNing.**
	BED	**You SLEEP in a BED.**
	ICON_O8	**Location(R9C1)**
	NUMBER	**You can COUNT the blocks on the NUMBER icons.**

ICON	ICON NAME	ICON RATIONALE
	ICON_C8	**Location(R9C3)**
	CHAIR	**You sit on your CHAIR.**
	SPACE	**The rocket blasts off into SPACE.**
	TRIANGLE	**TRIANGLE = triangle**
		Puts on a period, space, speaks the sentence, shifts to get ready for beginning the next sentence.
		Use this key to begin storing a sequence in core.

Practice Sentences

Try the following phrases and sentences.

I drive fast.	You drive slow.
You follow me.	I not follow.
Start.	Stop.
Make it stop.	Make it turn.
Go store.	Go home.
Go there.	Not go there.
Make it go fast.	Make it go slow.
What color?	I want color red.
Help me color.	That wrong color.
Color more.	Stop color.
Not color more.	I want to eat.
What do you want?	I want to eat a banana.
Do you want drink?	I want a big drink.
What do you want to drink?	Drink tea.
Get more.	Not more.

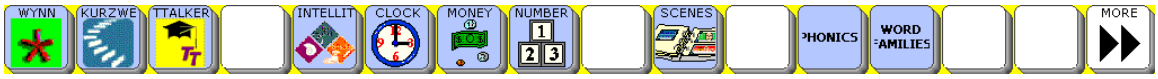
Activity Rows

Icon	Contains
	Punctuation, ink to spell mode, speech on/off, *maybe, I don't know*. Also three sentences that do not put text on your display
	Hi. What's up? and other greetings
	Personal information: *My name is…, I live in*…, and a link to the YOU row with questions about you.
	Items for calendar or circle time: for example, days of the week, months, weather, songs, Pledge of Allegiance
	Links to other activity rows of songs, games, and learning activities, and sentences.
	Words, phrases, and sentence that you use when you are playing games.
	Link to rows for classes in school. This row contains an answer row plus links to rows for math, science, reading, art, history, language arts, social studies, geography, music, and health. Link to education software rows for Kurzweil, WYNN, and TestTalker.
	Device tools available in activity rows: Sound options, calculator, caps lock, word prediction on/off, icon tutor, remote controls, backlight up/down, spell page options, dynamic activities on/off
	Interactive tools for working in IntelliTools.
	Contains tools for working in and managing notebooks.

Icon	Contains
	Remote control infrared commands for TV, VCR, CD player, tape deck, tuner, X-10, and TASH phone.
	Links to pages: IntelliTools, Clock, Money, Numbers, Visual Scenes, Phonics, Word Families and Education software
	Contains ECO internal computer access tools. Keys to run Windows Word Pad, Outlook, Internet Explorer, Solitaire, and Windows Media Player.
	Computer access commands for either internal or external computer access.
	Blank activity row contains all blank cells. Use this row to cover up existing rows to simplify the display. Return to full activity row by selecting Choose Activity key.

Pages

Find the pages in Unity 144 by selecting the Pages key in the Activity Row.



Icon	Page contains
	Computer commands for WYNN software.
	Computer commands for Kurzweil software.
	Computer commands for TestTalker software.
	Interactive commands to control IntelliTools software
	Time concepts; vocabulary for teaching time and telling the time
	Vocabulary for teaching and talking about money
	A page of numbers
	Visual scenes: This page contains links to visual scene pages.
PHONICS	A page of recorded speech sounds for the alphabet
WORD FAMILIES	A page of recorded speech for practicing word building with phonics

Internal Computer Access

Use the Launch key in the Activity Row or on the Spell Page to open this row.

	Blank keys where you can store links to programs and files for easy access from Unity to the ECO computer.
	Closes programs. Contains the keyboard shortcut Alt +f +x.
	Opens a page of computer commands for working in Microsoft Word.
	Opens a page of computer commands for Microsoft Outlook.
	Opens commands for Windows Media Player.
	Opens Solitaire commands.
	Opens computer commands for browsing web sites with Internet Explorer.
	This key allows you to toggle between just two open applications.
	Opens the Windows Start menu.
	Computer commands for sizing windows; minimize, restore, and maximize. Also has keys that allow you to choose any minimized open programs.
	Closes an open window. Contains the shortcut for Alt + f + c.
	Turns computer output on and off; does not turn the ECO on and off.
	ECO reduces the number of rows so you can see through to windows; SCROLL will scroll the unseen keys into view.

Where to Find

Air Card phone tools	Activity Row, Remotes, Phone Options, Device
Back up the memory	ToolBox, Transfer Memory Menu
Calculator	Activity Row, Device Tools
Change how a word is pronounced	ToolBox, Dictionary Menu
Change the voice	ToolBox, Speech Menu
Create Visual Scenes	ToolBox, Begin by importing a scene in the Transfer Memory Menu. Go to Create Page to create the scene page
Hide Activities	ToolBox, Modify Activity Menu
Hide Core Keys	ToolBox, Assign Core Key Menu
Hide Page Keys	Set-up Key, then select the key you want to hide. Select Hide/Show. Follow the on-screen prompts
Icon Tutor	Activity Row, Device
Infrared phone	Activity Row, Remotes, Phone Options
Kurzweil, WYNN and TestTalker pages	Activity Row, Pages, Education Software
Kurzweil, WYNN, and TestTalker rows	Activity Row, School
Link a page	Open the page you want to modify. Use the set-up key. Select the key where you want the link. Spell Text for Message, Insert Tool, Set Page, choose the page.
Lock the ToolBox	Toolbox, Maintenance Menu
Set-Up Key	User defined key number 2 on the top frame of ECO
Turn the activation beeps off	ToolBox, Feedback Menu
Windows Media player	Activity Row, Launch

Unity 144 Sequenced

Unity 144 Sequenced

Organization

The **Activity Row** is the top row. These keys contain links to activities or tools that are specific to certain situations. See the chart on pages 21 and 22 for an explanation of what each row contains.

Core Vocabulary is located in the remaining 8 rows. In Unity 144 Sequenced there are approximately 2,500 root words, over 600 phrases, 12 single hit words, and over 50 whole sentences. This core of words is made up of selections that are the most frequently used words across age levels and environments.

Tools in Unity 144 Sequenced are located around the edges of the core vocabulary. The first column on the left contains

1. **Spell/ABC** which takes you to a spelling page
2. **Choose Activity** which closes open activity rows, and scrolls through the main activity row.
3. **Tools** (the green toolbox on the left) opens a link to device tools. Two hits on Tools opens up the computer access row. Tools + Computer opens the mouse page.
4. **Delete Selection** takes off the last selection you made.
5. **Delete Icon** takes off the last icon. You can use this tool to close a dynamic activity row and return to the row you had opened previously.
6. **Delete Character** takes off the character to the left of the cursor.

Other tools in Unity 144:

- **Arrow keys** in the upper right corner are active in Unity and in computer access.
- **Store core** at the bottom right corner is where you begin storing customizations to core (rows 2-9).
- **OK and cancel** are tools you need when you are storing.
- **Speech ON/OFF** turns the speech on and off.
- **SPACE,** the space ship at the bottom center types a space.

Talking

You can begin talking with your Unity 144 sequenced program right away. Try using the INTERJECTION key to say some social words and phrases.

Use the sentence key to say some whole sentence.

Experiment with other keys to find words. If a key is white or grey, there is nothing stored there. This feature is called icon prediction.

Simplify

- **Hide core keys** by using the Assign Key Menu. See page 9 of this section.
- **Hide Activity keys** by going to the Tool Box and choosing Modify Activity. Look for the keys Hide and Show
- **Hide tools** by using the Assign Key Menu.
- **Turn off dynamic activities** in the Dynamic Activity Menu

Icons and Rationales

See the chart on pages 10 through 19.

Use the Icon Tutor to look up words.

Select the icon tutor in the center of the Activity Row. Follow the prompts on the screen. If you don't see the key for icon tutor, select choose activity, then icon tutor.

Core Vocabulary Patterns

Unity 144 is structured with several patterns for different types of words. If you learn the pattern for each type of word, you can find words without having to memorize individual sequences.

All versions of Unity are based on just a few patterns for combining icons into sequences that speak words, phrases, and sentences.

Unity Pattern = Icon + Grammar Ending

Verbs, category nouns, adjectives, and adverbs ending in –ly use the pattern of **core icon + ending.**

		eat
		food
		hungrily
		hungry

Select APPLE to see the patterns.

Unity Patterns = Semantic Categories (Dynamic Activities)

Dynamic activities contain many nouns. These words are referred to as "fringe vocabulary" because they are not all frequently used.

	Foods
	Games
	Drinks
	Clothing
	Body parts
	Reading materials
	Music and musical instruments.

Unity Patterns = Pronoun Phrases

			I can
			I can't

Reverse the order of this pattern for question phrases and negative questions.

			can I
			can't I

Unity Patterns = Grammar Icon + Core Icon

Interjections, conjunctions, prepositions, determiners, question words, and adverbs that do not end in –ly follow this pattern. All of these beginning icons are in the 2nd row from the top.

Examples:

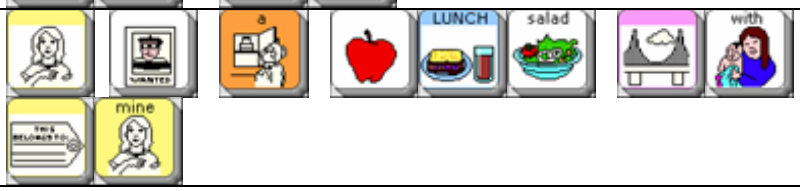
		yum
		that
		without
		and
		why
		very

Activity Rows, Pages, and Computer Access

See the charts on pages 21 through 24.

Practice Sentences for Unity 144 Sequenced

I like to swim.	
You like to run.	
He likes to ride.	
They like to dance.	
We like to eat.	
What do you like to do?	
She is pretty.	
He thinks so.	
I don’t know.	
I’d like some pizza.	
Let’s order some.	
with pepperoni	
and lots of cheese	
Why?	
Because I’m hungry.	

really hungry	
I want a salad with mine	
What do you want to drink?	
Just a soda.	
Will you be here tonight?	
Sure I will.	
Now it’s time to go.	
Are you ready?	
Okay, let’s go.	
I feel good.	
Let’s go out and	
have some fun.	
Do you have any money?	
Where is yours?	
I don’t have any.	
I thought you did.	

Where to Find

Air Card phone tools	Activity Row, Device Tools, Phone Options, Device, Or PHONE + PHONE
Back up the memory	ToolBox, Transfer Memory Menu
Calculator	Activity Row, Device Tools
Change how a word is pronounced	ToolBox, Dictionary Menu
Change the voice	Toolbox, Speech Menu
Create Visual Scenes	ToolBox, Begin by importing a scene in the Transfer Memory Menu. Go to Create Page to create the scene page
Hide Activities	ToolBox, Modify Activity Menu
Hide Core Keys	ToolBox, Assign Core Key Menu
Hide Page Keys	Set-up Key, then select the key you want to hide. Select Hide/Show. Follow the on-screen prompts
Icon Tutor	Activity Row
Infrared phone	Activity Row, Remotes, Phone Options
Kurzweil, WYNN and TestTalker pages	Activity Row, Pages, Education Software
Kurzweil, WYNN, and TestTalker rows	Activity Row, School
Link a page	Open the page you want to modify. Use the set-up key. Select the key where you want the link. Spell Text for Message, Insert Tool, Set Page, choose the page.
Lock the ToolBox	ToolBox, Maintenance Menu
MP3 player	MORE + MORE
Set-Up Key	User defined key number 2 on the top frame of ECO
Teaching Unity help	Pages page, Teaching Core Pages
Turn the activation beeps off	ToolBox, Feedback Menu
Windows Media player	Activity Row, Launch